

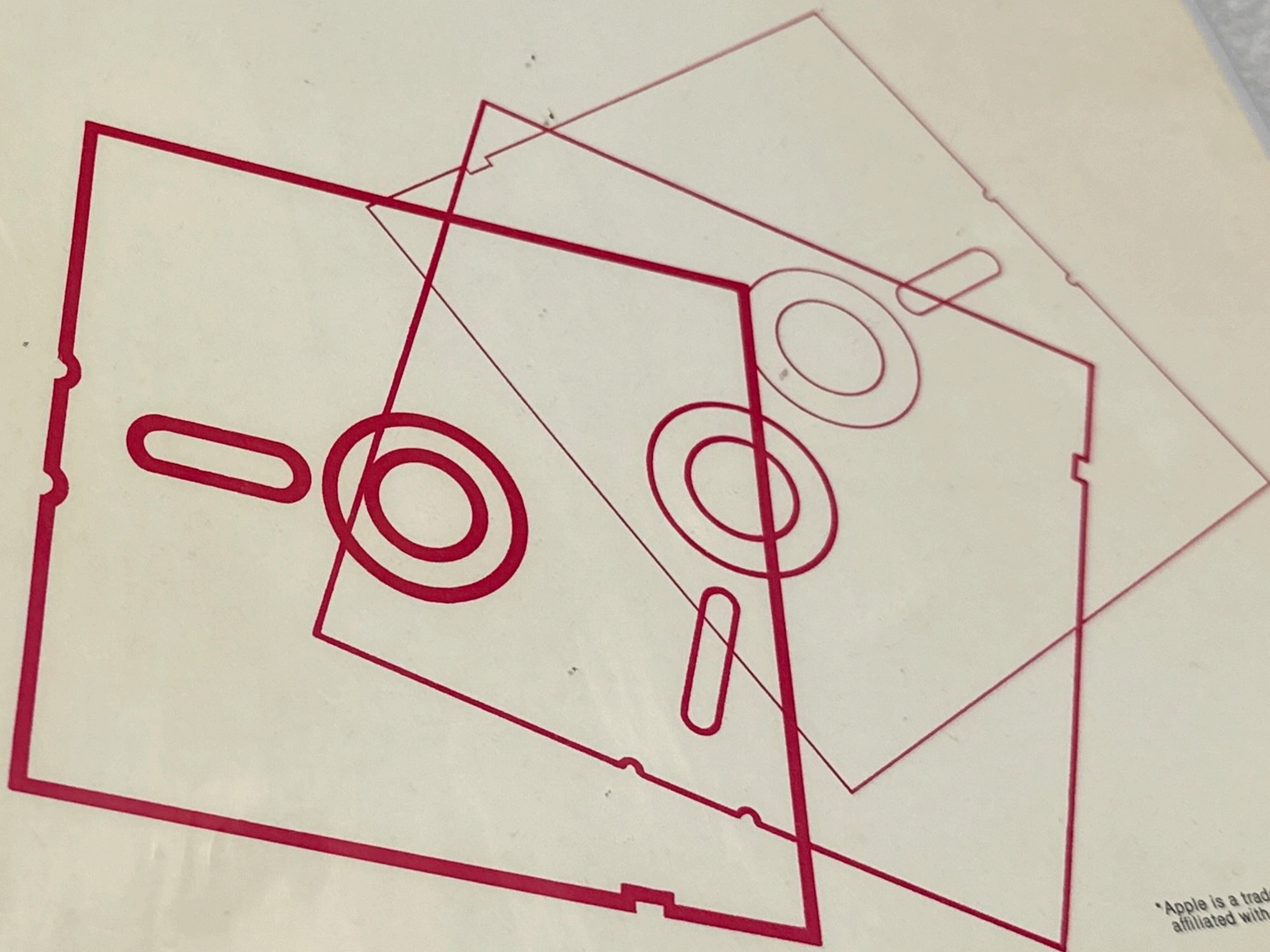
# HAYDEN MICROCOMPUTER PROGRAM DISKS

Apple II 24K

## SUPER APPLE™ BASIC

A structured BASIC that compiles into an optimized  
Applesoft or Integer BASIC program.

Paul Lutus



HAYDEN

Catalog Number 05409

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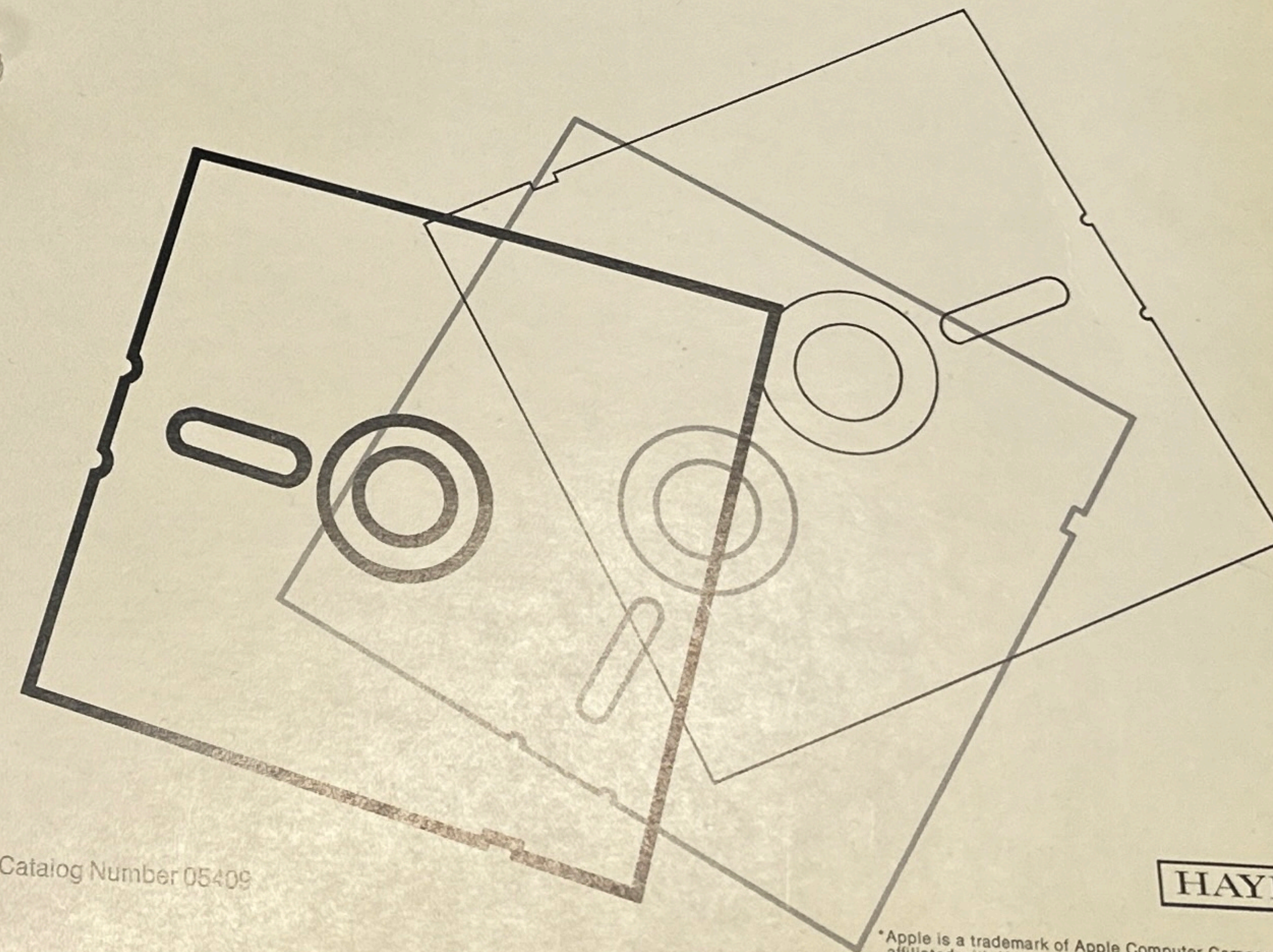
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## APPENDIX A

### Short-Form Listing of Editor ConTRoLs and Commands

ConTRoL A = Switch screen sides  
 Z = Follow cursor  
 D = Access Disk Operating System  
 B = Jump to file beginning  
 E = Jump to file end  
 S = String search and replace  
 R = Move up 12 lines  
 C = Move down 12 lines  
 F = Print free memory  
 K = Keep file segment to disk  
 I = Insert Disk file at cursor  
 L.AROW = Delete one character  
 W = Delete a word (preceded by a space)  
 L = Delete a line (preceded by a carriage return)  
 R.AROW = Recover last deleted character  
 SHIFT P = Erase memory  
 Q = Quit editor

ESCape  
 (once) = Set ConTRoL character entry mode  
 (cursor = C )  
 ConTRoL characters appear inverse  
 (black on white).

ESCape  
 (twice) = Set cursor control mode:  
 (cursor = + )  
 I Move up 1 line  
 J Move left 1 character  
 K Move right 1 character  
 M Move down 1 line  
 (space) Return to normal mode

## APPENDIX B

### Built-In Serial Interface

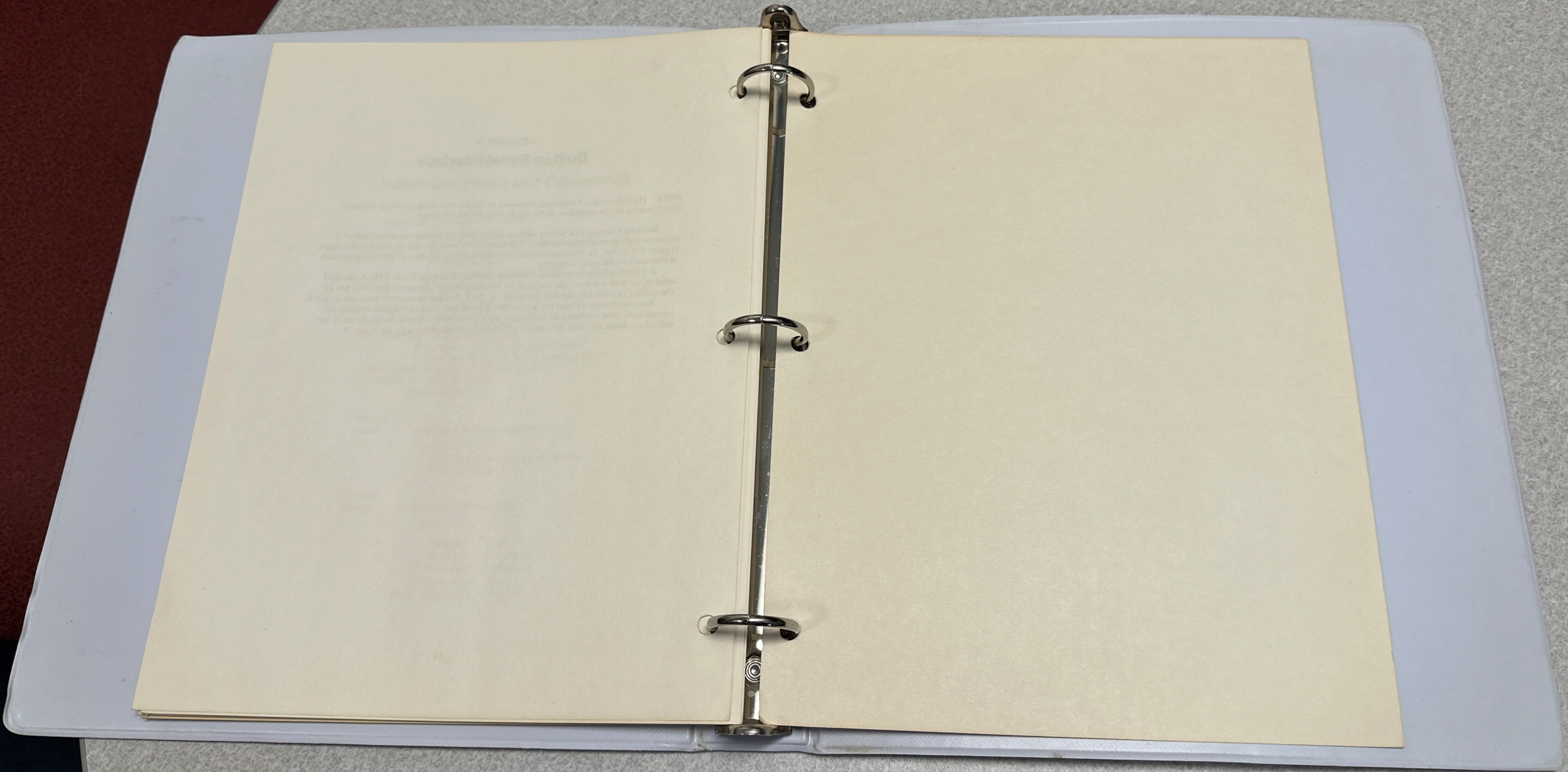
NOTE: The following is a technical discussion of the built-in serial interface. It has no direct bearing on the operation of the Super Apple™ BASIC system.

Entering S instead of a printer address during entry of printer constants enables a software-implemented serial interface. The connection point for this interface is the Apple II game I/O socket. To make connection it is necessary to acquire a 16-pin I.C. plug (such as that used on the game controls).

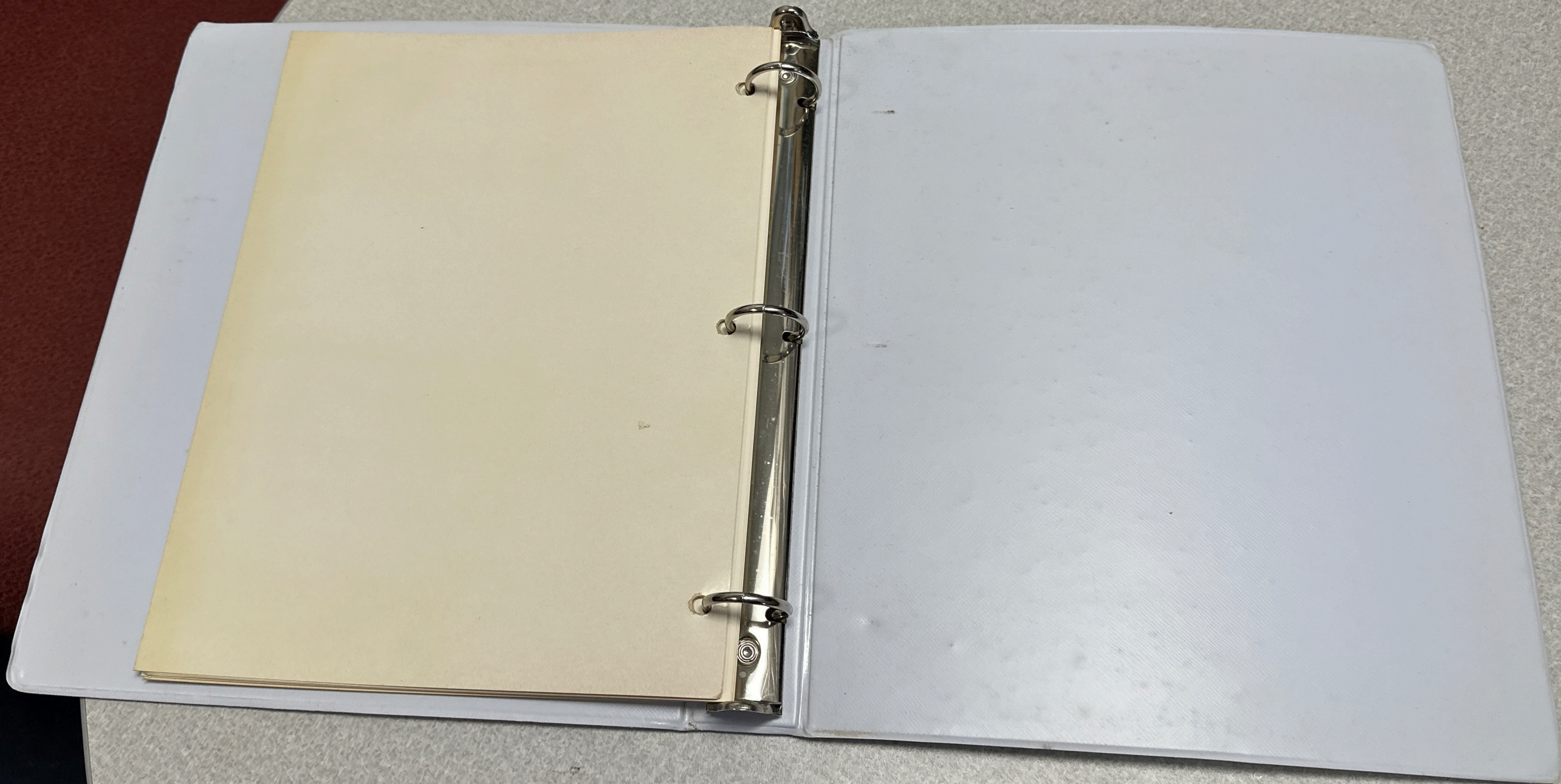
A 1200 baud rate is available. Electrical interface is normal 5-volt TTL. A standard serial signal with one sync and one stop bit is generated and appears at game I/O pin 15. The printer's read ready signal is connected to pin 2. Ground connectors are made to pin 8.

Because these interfaces are not buffered, great care must be taken in making the connections. Don't connect or disconnect the printer while either it or the Apple II are turned on. Make sure that the printer will electrically interface with the Apple II.

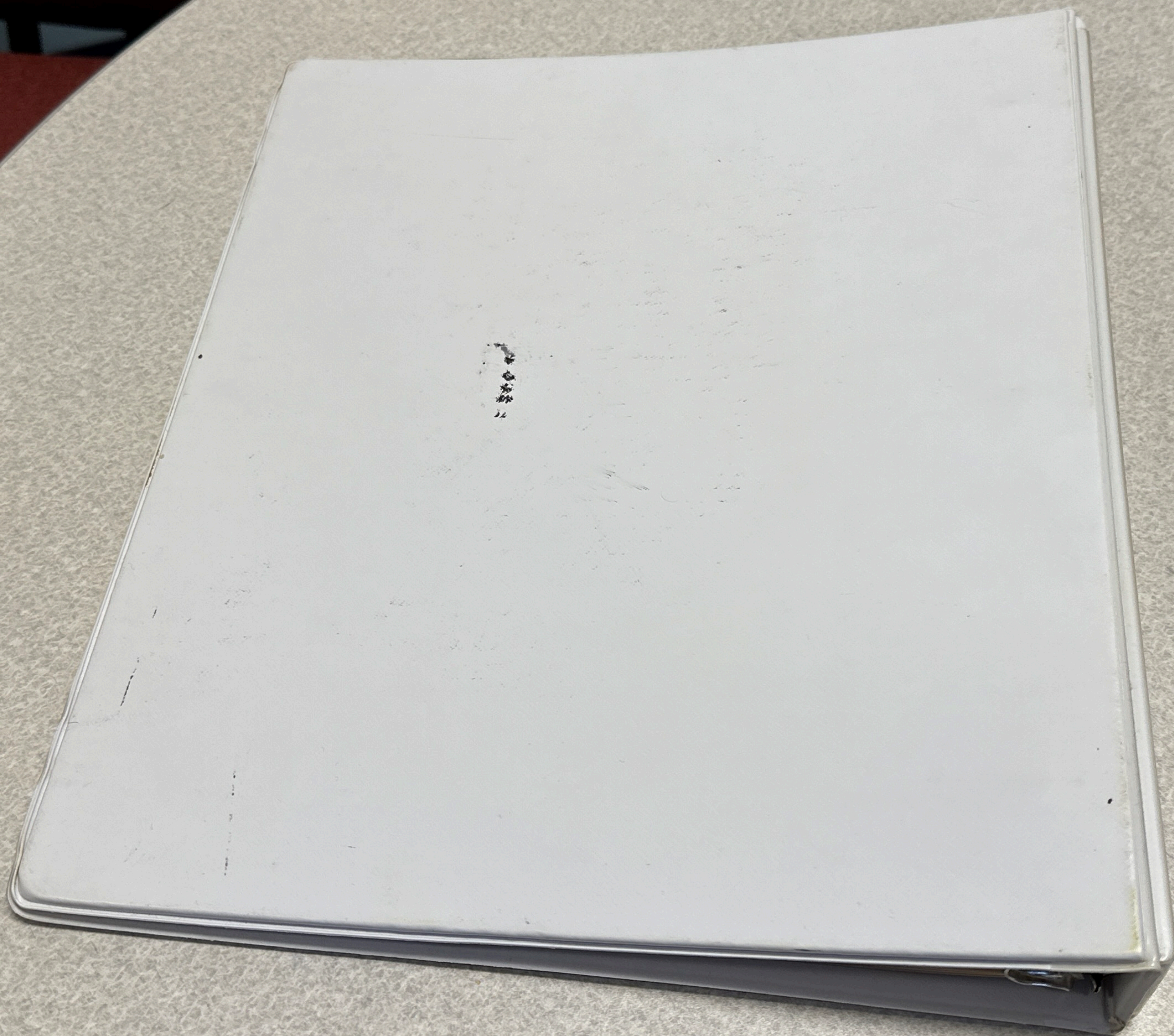








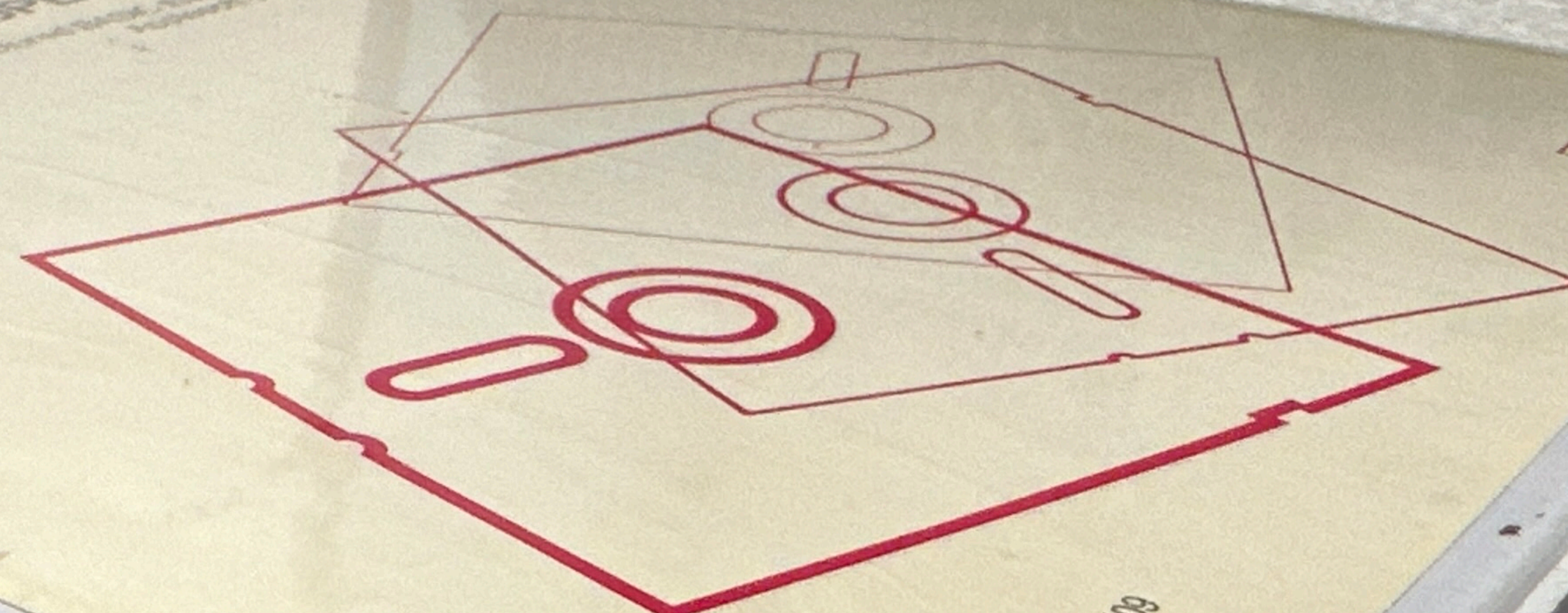






SUPER APPLE™ BASIC

SUPER APPLE™ BASIC  
A comprehensive guide to the Apple II BASIC language  
for the Apple II, II+, and IIx series computers.



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DOS 3.3 on Back Side

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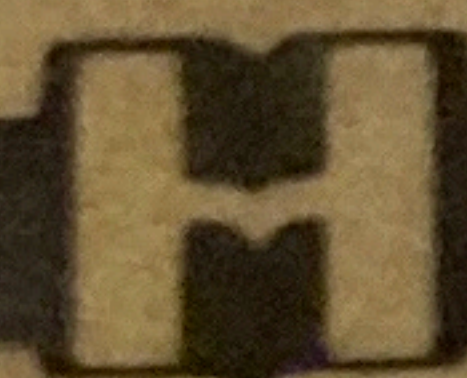
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